

Electronic Video Gambling Device With Player Controlled Amusement Feature

Abstract of the Disclosure

The present invention provides a method and apparatus for playing wagering games on an electronic video gaming device in which a player controls an amusement feature of the device by use of a pointing device, such as a trackball. In an exemplary currently preferred embodiment of the invention, the electronic video gaming device comprises a virtual reel video type slot machine including reel symbols or indicia pertaining to a bowling theme, and the amusement feature comprises an electronic video simulation of at least a portion of a bowling frame, in which the player at least partially controls a position of a video representation of a bowling ball by use of a trackball pointing device. Preferably, the amusement feature becomes operative only under certain predetermined or randomly determined conditions, such as when a player obtains one of one or more predetermined winnings of reel symbols operative to initiate a bonus opportunity. The player control input in connection with the amusement feature may be solely for player amusement and have no actual effect on the outcome of any player wager, or may alternatively control, or at least partially control, the outcome of at least a portion of the play on the electronic video gaming device.

Figures

Figure 1: A line graph showing the relationship between the number of hours spent studying and the score on a test. The x-axis represents 'Hours Studied' (0 to 10) and the y-axis represents 'Test Score' (0 to 100). The data points are as follows:

Hours Studied	Test Score
0	50
1	55
2	60
3	65
4	70
5	75
6	80
7	85
8	90
9	95
10	100